

AMENDMENTS TO THE CLAIMS:

Please replace the claims with the claims provided in the listing below wherein status, amendments, additions and cancellations are indicated.

1. (Previously Presented) A video game apparatus, comprising:
 - a monitor for displaying game images;
 - a plurality of operable members for operating the game images including a character displayed on the monitor;
 - a data transmitter for transmitting data to a second video game apparatus;
 - a mode instructing member for selectively instructing a training mode and a transfer mode;
 - a first setter for setting a character to be trained and training initial values thereof when the training mode is instructed, each of said training initial values reflecting at least one aspect of basic abilities of the character;
 - a training controller for obtaining training values to be added to the training initial values of the set character in accordance with actions taken by the character in line of a training purpose in response to the operation of the plurality of operable members;
 - an item giving device for giving a plurality of kinds of items to the character which are prepared in advance and influential to sums of the training values in relation to at least one of the trained state of the character and action instructing

operations given to the character by the operable members, the item having influence on the character when the item belongs to the character;

a judger for judging whether training has been successful, said data transmitter transmitting character data of the character to the second video game apparatus when a transfer mode is instructed and when judged by the judger as having been successfully trained, said character data of the character to be transmitted including the training initial values of the character and the items given during the training such that a user of the second game device can begin training of the character with said training initial values and said items.

2. (Canceled)

3. (Previously Presented) A video game apparatus according to claim 1, further comprising:

a data receiver for receiving the character data corresponding with the training initial values and the given items from the second video game apparatus; and

a second setter for setting the character received from the second video game apparatus by the data receiver as an object to be trained.

4. (Previously Presented) A character training control method for training a character by operating game images including a character displayed on a

monitor of a first video game apparatus by a plurality of operable members, comprising the steps of:

setting a character to be trained and training initial values thereof when a training mode is instructed, each of said training initial values reflecting at least one aspect of basic abilities of the character;

obtaining training values to be added to the training initial values of the character in accordance with actions taken by the character on the monitor in line with a training purpose in response to the operation of the plurality of operable members;

giving a plurality of kinds of items to the character which are prepared in advance and influential to sums of the training values in relation to at least one of the trained state of the character and action instructing operations given to the character by the operable members, the item having influence on the character when the item belongs to the character;

judging whether training has been successful; and

transferring character data of the character to a second video game apparatus when a transfer mode is instructed and when judged by the judger as having been successfully trained, said character data to be transferred including the training initial values of the character and the items given during the training such that a user on the second video game apparatus can begin training of the character with said training initial values and said items.

5. (Canceled)

6. (Previously Presented) A character training control method according to claim 4, further comprising the steps of:

receiving the character data corresponding with the training initial values and the given items from the second video game apparatus; and

setting the received character as an object to be trained when the training mode is instructed.

7. (Previously Presented) A readable storage medium storing a video game program, the video game program being a character training control program comprising the steps of:

setting a character to be trained and training initial values thereof when a training mode is instructed, each of said training initial values reflecting at least one aspect of basic abilities of the character;

obtaining training values to be added to the training initial values of the character in accordance with actions taken by the character on the monitor of a first video game apparatus in line with a training purpose in response to the operation of the plurality of operable members;

giving a plurality of kinds of items to the character which are prepared in advance and influential to sums of the training values in relation to at least one of the

trained state of the character and action instructing operations given to the character by the operable members, the items having influence on the character when the item belongs to the character;

judging whether training has been successful; and

transferring character data of the character to a second video game apparatus when a transfer mode is instructed and when judged by the judger as having been successfully trained, said character data to be transferred including the training initial values and the items given during the training such that a user second video game apparatus can begin training the character with said training initial values and said items.

8. (Previously Presented) A readable storage medium according to claim 7, wherein the character training control program further comprising the steps of:

receiving character data corresponding with the training initial values from the second video game apparatus; and

setting the character received as an object to be trained when the training mode is instructed.

9. (Previously Presented) A readable storage medium according to claim 7, the character training control program further comprising the step of transmitting a reception permission requiring command when the character data of the

successfully trained character are transmitted to the second video game apparatus together with the training initial values.

10. (Previously Presented) A readable storage medium according to claim 9, wherein the character training control program further comprises the step of transmitting a transmission requiring command when the character data of a character provided with the training initial values thereof are received from the second video game device.

11. (Currently amended) A readable storage medium according to claim 8, wherein the character training control program further comprises the step of displaying, on the monitor, how many times a same character has been transmitted to the ~~external side~~ second video game device in the transfer mode.

12. (Previously presented) A readable storage medium according to claim 8, further comprising another video game program executable using at least one successfully trained character.

13. (Canceled)

14. (Previously Presented) A readable storage medium according to claim 7, wherein the character training control program further comprising the steps of:

receiving character data provided with the training initial values and the given items from the second video game apparatus; and

setting the received character as an object to be trained when the training mode is instructed.

15. (Previously Presented) A readable storage medium according to claim 7, wherein the character training control program further comprising the step of transmitting a reception permission requiring command when the character data of the successfully trained character are transmitted to the second video game apparatus together with the training initial values and the items.

16. (Previously Presented) A readable storage medium according to claim 15, wherein the character training control program further comprising the step of transmitting a transmission requiring command when character data of a character provided with the training initial values thereof and the items are received from the second video game apparatus.

17. (Previously Presented) A readable storage medium according to claim 7, wherein other items different from those already given are given to the character when the character received from the second video game apparatus is trained.

18. (Previously Presented) A readable storage medium according to claim 7, wherein the character training control program further comprises the step of displaying, on the monitor, how many times a same character has been transmitted to the second video game apparatus in the transfer mode.

19. (Previously presented) A readable storage medium according to claim 7, further comprising another video game program executable using at least one successfully trained character.

20. (Previously presented) A video game apparatus according to claim 1, wherein the data transmitter transmits said data wirelessly.

21. (Previously presented) A video game apparatus according to claim 20, wherein the data transmitter transmits said data with infrared signals.

22. (Previously presented) A video game apparatus according to claim 1, wherein the data transmitter transmits said data with infrared signals.

23. (Previously presented) A video game apparatus according to claim 1, wherein the data transmitter transmits said data through a cable.

24. (Previously presented) A video game apparatus according to claim 1, further comprising a probability changer for setting a probability for a plurality of remaining experience points.

25. (Previously presented) A character training control method according to claim 4, wherein said character data is transferred wirelessly.

26. (Previously presented) A character training control method according to claim 25, wherein said character data is transferred with infrared signals.

27. (Previously presented) A character training control method according to claim 4, wherein said character data is transferred with infrared signals.

28. (Previously presented) A character training control method according to claim 4, wherein said character data is transferred through a cable.

29. (Previously presented) A character training control method according to claim 4, further comprising setting a probability for a plurality of remaining experience points.

30. (Previously presented) A character training control program according to claim 7, wherein said character data is transferred wirelessly.

31. (Previously presented) A character training control program according to claim 30, wherein said character data is transferred with infrared signals.

32. (Previously presented) A character training control program according to claim 7, wherein said character data is transferred with infrared signals.

33. (Previously presented) A character training control program according to claim 7, wherein said character data is transferred through a cable.

34. (Previously presented) A character training control program according to claim 7, further comprising setting a probability for a plurality of remaining experience points.

35. (Previously Presented) A character training control method according to claim 4, further comprising the steps of:

receiving the character data corresponding with the training initial values and the given items by the second video game apparatus;

setting the received character as an object to be trained when the training mode is instructed; and

retraining the received character with said second video game apparatus based upon said training initial values and said given items.